GATEWAY RPG – Character Sheet

Character Name: _____

Level: ____ **Race or Species:** _____

Class or Archetype Description:

Strength (STR)

- ____ Athletics Check
- ____ Melee Attack
- ____ Strength Saving Throws

Dexterity (DEX)

- ____ Turn Order(Initiative Check)
- ____ Acrobatics Check
- ____ Sleight of Hand Check
- ____ Piloting (Land, Sea, Air, Mech)
- ____ Lock Picking
- ____ Stealth Check
- ____ Hide Check
- ____ Ranged Attack
- ____ Dexterity Saving Throws (AC)

Constitution (CON)

- ____ Constitution Saving Throws (HP)

Hit Points **Armor Class** **Move**

Current Max

Background or Backstory Description:

Intelligence (INT)

- ____ Arcana Check
- ____ History Check
- ____ Streetwise
- ____ Investigation Check
- ____ Computer Use/ Tech
- ____ Nature Check
- ____ Religion Check
- ____ Saving Throws

Wisdom (WIS)

- ____ Animal Handling Check
- ____ Insight Check
- ____ Medicine Check
- ____ Perception Check
- ____ Survival Check
- ____ Casting Magic/Superpower
- ____ Wisdom Saving Throws

Charisma (CHA)

- ____ Deception Check
- ____ Deception Check
- ____ Intimidation Check
- ____ Performance Check
- ____ Persuasion Check
- ____ Charisma Saving Throws

Weapons:

Special Abilities:

Items:

Currency:

Notes:

Quick Reference Guide

Proficiency and Deficiency Guidelines:

- **"+" Proficiency** =Roll a d20 twice and take the higher roll
- **"-" Deficiency** = Roll a d20 twice and take the lower roll
- **__ Neutral (Blank Trait)** = A character that has neither proficiency nor deficiency will only roll a d20 once

Advantage and Disadvantage Guidelines:

Proficiency Trait with Advantage
Advantage (+1) = 2d20 and take the highest number rolled and add +1 to the total

Proficiency Trait with Disadvantage
No Bonus = 1d20 and take the number rolled

Neutral Trait with Advantage
Advantage = 2d20 and take the highest number rolled

Neutral Trait with Disadvantage
Disadvantage = 2d20 and take the lowest number rolled

Deficiency Trait with Advantage
No Bonus = 1d20 and take the number rolled

Deficiency Trait with Disadvantage
Disadvantage (-1) = 1d20 and take the lowest number rolled and subtract -1 from the total.

Difficulty Class Scale

- **Simple:** 2 to 5
- **Easy:** 6 to 10
- **Moderate:** 11 to 15
- **Hard:** 16 to 19
- **Near Impossible:** 20

Attack Types

Melee Weapon Attacks = Strength Trait
Swords, Daggers, Axes, Katana, Clubs, Laser swords, etc.

Ranged Weapon Attacks = Dexterity Trait
Crossbows, Longbows, Short Bows, Muskets, Pistols, Lasers, Rifles, etc.

Magic Attacks = Wisdom Trait
Fireballs, Lightning, Charm, Force Push, etc.

Special Ability Attacks = GM Discretion
It depends what the GM chooses at character creation that your Ability trait uses.

Armor Class
Based on **Dexterity** Trait

- **"+" Proficiency = 14 AC**
- **"-" Deficiency = 10 AC**
- **Neutral (Blank Trait) = 12 AC**

Attack Range

- **Melee Range:** 1 square/hex (within 5 feet)
- **Short Range:** 2-6 squares/hexes (10-30 feet)
- **Medium Range:** 7-12 squares/hexes (35-60 feet)
- **Long Range:** 13-24 squares/hexes (65-120 feet)
- **Extended Range:** 25+ squares/hexes (125+ feet)

Resolving Combat

Step 1: Game Master Determines if there is a Surprise Round

Step 2: Roll Initiative for all involved (**Dexterity**)

Step 3: Resolve Surprise Round, if necessary, then full Initiative during each Round.

Step 4: During a Player's Turn they can do the following:

- **One Move Action** (30 feet on average)
- **One Primary Action**
- **One Bonus Action**

Primary Action examples:

- **Attack**
- Move again "aka **Dash**" (move the same amount of the first movement)
- **Interact** with an object
- **Cast** a spell or use some other **Special Ability**
- **Hide**
- **Search**
- **Ready an Action** (Choose to delay your action and set a trigger and what you want to do when the trigger is met)
- **Grapple** (Contested Strength Skill)
- **Escape** from being Grappled (Contested Strength Skill)
- Declare a **Dodge** (causes Deficiency, of all attacks to this player until its next turn.)
- **Help** on another player's turn (Gives the target player Proficiency, on their next Primary Action)
- **Improvise-** simply tell your GM what you would like to do as an action to see if they can allow it (Get creative!) ***GM's see "Rule of Cool".**

Bonus Action examples:

- **Interact** with an object
- **Switch Weapons**
- **Talk** to someone during combat
- **Special Ability** = (GM Discretion)
  - **Attack** a second time
  - **Cast** a Spell
  - **Use** an Item
- Any other **minor** type of action

Step 5: Continue following **Initiative Turn Order** until all combatants are cleared from the battlefield